



Demo Rules

These demo rules for *Android: Netrunner* are abridged and intended only for use with the demo decks. The official *Android: Netrunner* rules are available in the Core Set and online at FantasyFlightGames.com. New players can find the *Android: Netrunner* tutorial video at:

FantasyFlightGames.com/netrunner-tutorial



Demo Game Overview

Android: Netrunner is a card game for two players set in the dystopian future of the Android universe. One player assumes the role of a **RUNNER**, a rogue hacker armed with bleeding-edge gear and software, while the other player controls a powerful **CORP** (short for corporation) that will stop at nothing to achieve its goals.

The objective for each player is to score seven **AGENDA POINTS**. The Corp scores agenda points by advancing agendas; the Runner scores agenda points by stealing agendas from the Corp. Agendas are cards that only appear in the Corp's deck. The first player to score seven agenda points immediately wins the game.

The Corp can also win if the Runner is **FLATLINED** (see "Net Damage" on the reverse side of this sheet). The Runner can also win if the Corp's draw deck is depleted of cards at the start of the Corp's turn.

Setup

To prepare a game of *Android: Netrunner*, follow the steps below.

- Choose Sides:** The players decide who will play as the Runner and who will play as the Corp. Then, each player places his identity card faceup in his play area and takes the corresponding demo deck.
- Create Credit Bank:** Create a pile of at least 30 tokens to serve as **CREDITS** (represented by the 0 icon), which are the basic currency in the game. This pile of tokens is the **BANK**.
- Collect Starting Credits:** Each player takes 50 from the bank and adds them to his **CREDIT POOL**.
- Shuffle Decks:** Each player shuffles his deck, then places it facedown in his play area.
- Draw Starting Hands:** Each player draws five cards from the top of his deck to form his starting hand. If a player does not like his starting hand, he may reshuffle it into his deck and draw a new hand of five cards; he must keep the new hand.

Symbols

The following symbols appear on cards:

0: This is the **CREDIT** symbol. It always appears with a numeral, such as 10, which means "one credit," or 30, which means "three credits."

2: This the **CLICK** symbol. Multiple clicks are represented by multiple symbols, such as 2 2, which means "two clicks."

1E: This is the **MEMORY UNIT** symbol. It always appears with a quantity, such as +2E, which means "plus 2 memory units."

↳: This is the **SUBROUTINE** symbol, and it only appears on ice. Each symbol marks a single subroutine on a piece of ice.

Turn Overview

In *Android: Netrunner*, the Corp and the Runner alternate taking turns, with the Corp taking the first turn of the game. The player currently taking his turn is the **ACTIVE PLAYER**.

The Corp begins his turn by drawing one card from the top of his deck (also called **R&D**) and adding it to his hand (also called **HQ**) and has three clicks (0, 0, 0) to spend on his turn. The Runner begins his turn with four clicks (0, 0, 0, 0) but does draw a card.

The active player's turn consists of two phases:

- Action Phase:** The active player spends all of his available clicks to perform actions.
- Discard Phase:** The active player discards down to his maximum hand size, if necessary.

1. Action Phase

In his Action phase, the active player performs actions by spending his available clicks. He can only take actions during his own Action phase, and he must spend all of his clicks during his Action phase; a click cannot be saved for a later turn.

Each player has a click tracker card for marking how many clicks he has remaining; the active player places a token on his click tracker each time he spends a click.

The active player can perform any of the following actions as many times as he likes, and in any combination, provided he has the clicks pay for them. These are listed in the format of "cost: effect."

Actions

- 0: Draw one card from the top of your deck and add it to your hand.
- 0: Gain 10 (one credit) from the bank and add it to your credit pool.
- 0: Install a card from your hand.
- 0: Play an operation or event from your hand.
- 0, 10: Advance an installed card (Corp only).
- 0, 20: Trash a resource if the Runner is tagged (Corp only).
- 0, 20: Remove a tag (Runner only).
- 0: Make a run (Runner only).

Some cards provide additional actions that a player can spend a 0 to use. Whenever the active player spends a 0 on one of these actions, he cannot take another action until he fully resolves the current action. Some of the above actions are described in more detail below. After the active player has spent all of his clicks, his Action phase ends and his Discard phase begins.

Install a Card From Your Hand

For 0, the active player can install a card from his hand by paying its install cost (if any) and placing the card in his play area. Additional rules, that vary by card type, may apply. See "Installing Cards" on the reverse side of this sheet.

Play an Operation or Event

For 0, the active player can play an operation or event from his hand by paying its play cost. He places it faceup in his play area, immediately resolves the effects of the card, then trashes it to his trash pile.

Advance an Installed Card (Corp Only)

For 0 and 10, the Corp can add one advancement token to one of his installed cards (use the credit token spent for this action as the advancement token). Agendas can always be advanced while installed. Some assets can also be advanced if their text boxes

specifically read "...can be advanced." There is no limit to the number of times a card can be advanced.

Scoring Agendas- When the number of advancement tokens on an agenda is equal to or higher than its advancement requirement, the Corp can score the agenda.

To score an agenda, the Corp turns it faceup and places it in his score area, resolving any abilities on the agenda that use the language "When you score." The Corp can only score agendas while he is the active player.

Scoring an agenda is not an action and does not cost the Corp a click.

Trash a Resource (Corp Only)

For 0 and 20, the Corp can choose one of the Runner's installed resources and discard it from play. The Corp can only do this if the Runner is **TAGGED**. Certain Corp cards, such as "Snare!" can give the runner a tag.

Remove a Tag (Runner Only)

For 0 and 20, the Runner can remove one of his tags.

Reference

Score Area

Click Tracker

Credit Pool

Archives
(Corp's Trash Pile)

R&D
(Corp's Deck)

HQ
(Corp's Hand)

Remote Server

Remote Server

Ice

Ice

Ice

Ice

Bank

Programs

Hardware

Resources

Identity Card

Stack
(Runner's Deck)

Heap
(Runner's Trash Pile)

Credit Pool

Click Tracker

Reference

Score Area

Corporation Cards

1

2

3

4

5

6

7

8

9

10

11

JINTEKI
PERSONAL EVOLUTION

WALL OF THORNS

ASSET: Advertisement

PRIORITY REQUISITION

TRICK OF LIGHT

Identity

Ice

Asset

Agenda

Operation

Runner Cards

1

2

3

4

5

6

7

8

9

10

11

KATE "MAC" MCCAFFREY

BATTERING RAM

AKAMATSU MI

ARMITAGE CODERUSTING

MODDED

Identity

Program

Hardware

Resource

Event

Card Anatomy Key

- Card Title
- Card Type and Subtype
- Text Box
- Rez Cost (Corp Cards Only)
- Strength
- Trash Cost (Corp Cards Only)
- Advancement Requirement (Corp Cards Only)
- Agenda Points (Corp Cards Only)
- Play Cost
- Install Cost
- Memory Cost (Runner Cards Only)

Installing Runner Cards

The Runner has access to several different card types that must be installed before being used. These are programs, hardware, and resources. When the Runner installs a card from his hand, he pays credits equal to the card's install cost (if any) and places it faceup in his play area.

Installing Programs

In addition to its install cost, each program has a memory cost. The Runner cannot have programs installed that have a combined memory cost greater than his available **MEMORY UNITS** (MU). The Runner begins the game with **four MU**, though certain card effects can increase this value, such as the hardware “Akamatsu Mem Chip.”

The Runner can trash any number of his installed programs at the beginning of an install program action in order to make more MU available.

Installing Corp Cards

The Corp has access to several different card types that must be installed before being used. These are agendas, assets, and ice. Corp cards are always installed facedown in what is called the **UNREZZED** play state. Assets and ice must be **REZZED** (turned faceup) by paying credits equal to their rez cost in order to be used. Rezzing a card does not cost the Corp a click, but it does often cost him credits. Cards can always be advanced while unrezzed.

The Corp can look at his unrezzed cards at any time, but the Runner can never look at an unrezzed card unless he uses an effect that **EXPOSES** a card (see “Additional Rules” later in this document).

Installing Agendas and Assets

An agenda or asset can only be installed in a remote server. Agendas and assets must always be installed in a vertical orientation to differentiate them from ice.

If no remote server currently exists, the Corp can create a remote serve by installing a card. The Corp installs the card facedown in a discrete location in his play area. If the Corp creates a remote server by installing ice in front of the server, the server exists, but is considered to be **EMPTY**. An empty server can still be run against by the Runner.

Note: The Corp can create any number of remote servers.

After an agenda is installed, the Corp can advance and ultimately score it. After an asset is installed, the Corp can pay its rez cost to rez it at any time.

A remote server can have only one agenda or asset installed in it at a time. If the Corp wants to install an agenda or an asset in a remote server that already has an asset or an agenda installed in it, he can install the new card but must trash the existing card first as part of the install action.

Installing Ice

Ice can be installed **in front of** a central or remote server in order to protect that server. Ice must always be installed in a horizontal orientation to differentiate it from agendas and assets. The Corp has three central servers: **HQ** (his hand of cards), **R&D** (his deck), and **ARCHIVES** (his trash pile). After a piece of ice is installed in front of a server, it is dedicated to that server and cannot be moved or rearranged.

When the Corp installs a piece of ice, he must install it in the **OUTERMOST POSITION** in front of the server and pay an install cost of 1⌘ for each piece of installed ice already protecting that server. The outermost position is the position farthest from the server, in front of any other pieces of ice that are protecting the server. See “Install Example” at right.

When installing ice, the Corp can first trash any ice protecting that server in order to reduce the install cost. Then, he installs the new piece of ice in the outermost position in front of the server.



Assets and agendas are installed in a vertical orientation



Ice is installed in a horizontal orientation

An additional piece of ice must be installed here.

Outermost ice

Innermost ice

Asset

This remote server has a rezzed asset in it, protected by three pieces of ice. If the Corp wants to install a fourth piece of ice to protect this server, he will have to pay 3⌘ (1⌘ for each piece of ice already installed) and place it in front of “Enigma,” which is currently the outermost ice on the server. Ice must always be installed in the server's outmost postion. The Corp can trash any pieces of ice already installed on this server before installing the new ice to lower the install cost.


Runs

Runs are the heart of *Android: Netrunner*, and provide opportunities for the Runner to steal the Corp's agendas and trash his cards. During a run, the Runner attacks one of the Corp's servers in an attempt to access cards, using his installed programs to help him pass the Corp's ice.

Ice

Ice is defensive software the Corp installs in front of his servers to protect his valuable data. There are four main subtypes that can appear on a piece of ice: barrier, code gate, sentry, and trap. Ice also has separate abilities called **SUBROUTINES**.

Subroutines

Subroutines are abilities on a piece of ice marked by the  symbol. If the Runner encounters a piece of rezzed ice and does not or cannot break its subroutines, the unbroken subroutines trigger and resolve one by one.

In addition to preventing the Runner's access to the Corp's servers by ending his run, subroutines can pose other hazards if allowed to trigger, such as damaging the Runner.

Icebreakers

ICEBREAKERS are programs with the icebreaker subtype that the Runner can use to overcome ice encountered during a run. Each icebreaker has a strength, an install cost, and a subtype that shows which ice subtype the icebreaker is designed to break.

The Runner uses icebreakers to interact with and break subroutines on ice. An icebreaker can only interact with ice that has equal or lower strength than the icebreaker. Most icebreakers allow the Runner to temporarily increase the icebreaker's strength by spending credits. This helps the Runner deal with stronger pieces of ice, provided he has enough credits to spend.

In addition to this strength requirement, most icebreaker abilities can only be used to break subroutines on particular subtypes of ice. For example, an icebreaker that has the ability “1⌘: Break **code gate** subroutine” can only use this ability to break subroutines on a piece of ice with the code gate subtype. It does not matter if the ice has additional subtypes, provided it has any subtypes referred to by the icebreaker's ability.

To break a subroutine, the Runner uses abilities on his installed icebreakers, which usually requires him to pay credits. There is no limit to the number of installed cards a Runner can use to interact with the encountered ice, but he generally only needs one icebreaker.

Phases of a Run

Runs typically resolve in three phases. Not every run includes all of these phases.

- Initiation Phase
- Confrontation Phase
- Access Phase

1. Initiation Phase

To initiate a run, the Runner declares the server that he is attacking. The Runner can only initiate a run against a single server per run action.

If there is ice protecting the server, the run proceeds to the Confrontation phase. If there is no ice protecting the server, the run proceeds to the Access phase.

2. Confrontation Phase

The Confrontation phase consists of **APPROACHING** a piece of ice and then potentially **ENCOUNTERING** that ice. A Runner approaches each piece of ice protecting the server one at a time, starting with the outermost piece.

Approaching Ice

When the Runner approaches a piece of ice, he decides whether to continue the run or **JACK OUT**. If he decides to jack out, he ends his run and the run is considered unsuccessful. The Runner cannot jack out while approaching the first piece of ice during a run.

If the Runner decides to continue instead of jacking out, the Corp has the opportunity to rez the approached piece of ice.

Note: The Corporation can only rez ice when it is approached.

If the approached piece of ice is in a rezzed state after the Corp has the opportunity to rez cards, then the Runner **ENCOUNTERS** the ice. Otherwise, the Runner continues the run by either approaching the next piece of ice protecting the server or proceeding to the Access phase if there is no more ice to approach.

Encountering Ice

When the Runner encounters a piece of ice, he has the opportunity to break any subroutines on that piece of ice. After the Runner breaks any subroutines that he wishes to break, each unbroken subroutine on that ice triggers in the order listed on the card.

Note: If a subroutine ends the run, then the run ends immediately and no further subroutines on that piece of ice trigger.

After the Runner breaks all of the ice's subroutines and/or any effects from unbroken subroutines resolve without ending the run, he continues the run by either approaching the next piece of ice protecting the server or proceeding to the Access phase if there is no more ice to approach.

Note: Breaking all subroutines on a piece of ice does not mean the ice is trashed. A piece of ice remains installed and is approached during every subsequent run against the server it protects.

3. Access Phase

After the Runner has finished approaching and encountering all ice protecting the attacked server, he has one final opportunity to jack out. If he chooses to continue, the Corp has one final opportunity to rez cards. After rezzing cards, the run is successful and the Runner **ACCESSES** the Corp's cards by looking at them.

If the Runner accesses an agenda, he steals it and places it faceup in his score area. While an agenda is in the Runner's score area, it adds its agenda points to his score. The Runner cannot decline to steal agendas he accesses. If the Runner accesses a card with a trash cost, he may pay credits equal to its trash cost in order to trash it to Archives.

The type of server attacked determines the degree and method of access, and the Runner must access cards according to the following rules:

- R&D:** The Runner accesses the top card of R&D. An accessed card not stolen or trashed is returned to the top of R&D. Unless the Runner steals, trashes, or is forced by a card's text to reveal the card, he does not show cards accessed from R&D to the Corp.
Note: When accessing multiple cards from R&D, the Runner must draw them in order from the top of the deck, and must return any cards not scored or trashed in reverse order, so as to preserve their positions in R&D.
- HQ:** The Runner accesses one random card from HQ. Any cards the Runner does not steal or trash return to HQ.
- Archives:** The Runner accesses all cards in Archives. The Runner turns all cards faceup before accessing them, and does not need to keep them in order. The Runner cannot trash cards that are already in Archives. After accessing Archives, all cards in Archives return to Archives faceup.
- Remote Server:** The Runner accesses the installed agenda or asset in the server, if any. Any accessed

cards not stolen or trashed remain installed in their original state.

Note: Installed ice is not in a server and is never accessed.

Additional Rules

The following sections describe additional rules not addressed in the previous sections.

Net Damage

Many Corp cards inflict **NET DAMAGE** on the Runner. The Runner must randomly trash one card from his hand for each point of net damage suffered. If the Runner takes more damage than the number of cards in his hand, he is **FLATLINED** and the Corp wins the game.

Expose a Card

Some Runner cards, such the event “Infiltration,” expose a card. This effect allows the runner to reveal one of the Corp's facedown installed cards. After the Runner has revealed the card, he must return to its original position, facedown.

Common Questions

Q. Can the Runner make a run if he has no programs installed?
A. Yes.

Q. What happens if the Runner has no cards in hand and steals an agenda that would cause him to win the game but also lose the game due to being flatlined by Jinteki's identity ability?
A. The Runner immediately wins the game, before the net damage from the Jinteki identity goes off.

Q. Does the Runner have to spend an additional click to make the run when he plays the event “Maker's Eye”?
No. Making the run is part of the resolution of the card, so the Runner only has to spend 1 click to play the card, and not 1 additional click to make the run.

Q. Does the Corp have to rez “Snare!” when it is installed to deal the Runner 3 net damage?
A. No. The damage is dealt when the card is accessed, regardless of whether or not it is rezzed.

Q. Can the Runner use multiple icebreakers during a run? If so, can the Runner boost the strength of an icebreaker and then break a subroutine with a different icebreaker?
A. The Runner can use any number of installed icebreakers during a run. However, each one must be as strong as the ice being encountered in order to break a subroutine.

Q. Does the Runner take damage if he jacks out after encountering Chum and not breaking its subroutine?
A. No. The Runner has not encountered another piece of ice, and so the subroutine on Chum has no effect.

Q. How much damage does Net Shield prevent?
A. Net Shield can prevent a single point of net damage each turn. It does not prevent all net damage from a single source.

Run Example


Spending the last ⌘ of her turn, Kate makes a run against one of Jinteki's remote servers. Kate has a “Battering Ram” and a “Gordian Blade” installed, and she has 6⌘ in her credit pool. The remote server has three pieces of ice installed, one of which is rezzed (“Enigma”). Jinteki has 7⌘ in its credit pool.


Kate approaches the outermost piece of ice on the server, which is currently unrezzed. Jinteki decides to pay the required 4⌘ and rezzes “Neural Katana.” This is a sentry ice, and Kate does not have a sentry icebreaker, so she has no way to break its subroutine and suffers three net damage. She now has the option to jack out, but she continues the run.

The next piece of ice is a strength 2 code gate called “Enigma,” which is already rezzed. Kate encounters the ice and uses her “Gordian Blade” icebreaker. Since “Gordian Blade” is already at strength 2, she does not need to increase its strength further. Kate pays 1⌘ to break the “End the run” subroutine on Enigma and chooses not to break the other subroutine on “Enigma” because she has no ⌘ to lose. Kate continues the run.

The final piece of ice is unrezzed, but Jinteki only has 3⌘ in its credit pool and cannot afford to pay the 8⌘ rez cost of its “Wall of Thorns.” Kate passes the last piece of ice and accesses “Priority Requisition,” an agenda worth three points. She steals the agenda, adds it to her score area, then suffers one net damage from the ability on Jinteki's identity card.

Direction of Run





Netrunner is a TM of R. Talsorian Games, Inc. *Android* is TM & © 2013 Fantasy Flight Publishing, Inc. All rights reserved. *Netrunner* is licensed by Wizards of the Coast LLC. © 2013 Wizards. Wizards of the Coast and its logo are property of Wizards of the Coast LLC in the U.S.A. and other countries. Fantasy Flight Games, Fantasy Flight Supply, the FFG logo, Living Card Game, LCG, and the LCG logo are trademarks or registered trademarks of Fantasy Flight Publishing, Inc. All rights reserved. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, MN 55113, U.S.A., and can be reached by telephone at 651-639-1905. Retain this information for your records. Warning! Not suitable for children under 3 years due to small parts. Choking hazard. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.